



## <u>2010</u> <u>Saint Paul Triple Play</u> <u>Youth Baseball Rules</u>

- No metal spikes (exception: 13U & 14U age groups)
- Helmets with ear flaps are **mandatory** for all batters, on-deck batters, baserunners, and players in the coach's box.
- Required catcher's equipment: mask with throat protector and helmet, body protector, and shin guards.
- Each team will supply one new and one good used ball for each game.
- Home team is listed second on schedule.

All head and assistant coaches are required to get certified through the Saint Paul Parks and Recreation Coaching Certification Program, complete and pass a background check, and wear a Coaches ID badge during all games.

## HIGH SCHOOL RULES WILL APPLY WITH THE FOLLOWING EXCEPTIONS:

## **14U**

- 1. Time Limit: One hour and fifty minutes. No new inning may start after 1:50.
- 2. Start games on time. This is necessary because of doubleheaders.
- 3. Games are 7 innings legal game is 5 innings.
- 4. 10 run rule after 4 ½ innings if the home team is ahead, or after 5 innings if the visiting team is ahead (losing team must bat 5 times).
- 5. Pitch distance: 60ft 6 inches. Base distance: 90 ft.
- 6. Pitcher may not pitch in more than 4 innings per game (1 pitch constitutes an inning).
- 7. Teams may start and finish with eight players (ninth spot is an out). If you drop to less than eight the game is a forfeit. If you are batting all your players and someone leaves or is injured, their spot is an out.
- 8. Teams may use free substitution on defense and bat all players **OR** use the H. S. substitution rule. Coaches MUST declare BEFORE the game starts. Please refer to SPPR policy related to minimum playing requirements.
- 9. Host site is responsible for field preparation, and bases.
- 10. Bat Guidelines 14U: (-5) (barrel 2 3/4) or less is allowed. For example, (a 32 inch long bat may not weigh less than 27 ounces). However, other organizations may enforce different bat guidelines during league play/tournaments. Please be aware of these differences.
- 11. Age Determination Date: May 1, 2010 (players cannot turn 15 on or before May 1, 2010).